



## **Zeeland Little League AAA Baseball Rules**

---

### **General Rules**

- A regulation game consists of six (6) innings.
  - A new inning may not start after 1 hour 45 minutes from the game start time.
  - A drop dead time is at 2 hours 15 minutes from the game start time.
  - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A minimum of 8 players are required to start a game. Teams may follow the Sub Policy in situations where the team has less than 9 of their own players.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- The mercy rule is 10 runs after 4 innings.
- At 45 minutes before game time, visiting team gets the cage, home team the field.
- At 25 minutes before game time, visiting team gets the field, home team the cage.
- Pregame field time is not guaranteed if a game is being played on the field prior to your game.

### **Offense Rules**

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
  - 3 outs are made.
  - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- Runners may only steal if the ball gets behind the catcher
  - Runners may only advance one base on a steal
  - Teams may only score 2 runs per inning via advancing home on a wild pitch. Runners will be returned to 3<sup>rd</sup> base if they are the 3<sup>rd</sup> runner to score on a wild pitch that inning.
- No on deck batters are allowed.
- Batter is out on a dropped 3<sup>rd</sup> strike.
- Runners may only advance one base on overthrows that leave field of play.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)



## Defense Rules

- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- All players must play a minimum of six (6) defensive outs in the field.
  - This also applies to games shortened due to weather, time limit, or mercy rule.
- Catchers must wear a cup.

## Pitching Rules

- Pitchers Little League age 11 are allowed to throw 85 pitches per day, and pitchers age 9 or 10 are allowed 75 pitches per day. If a player reaches the pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
  - That batter reaches base;
  - That batter is put out;
  - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

## Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
  - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
  - A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.